

Figure 1

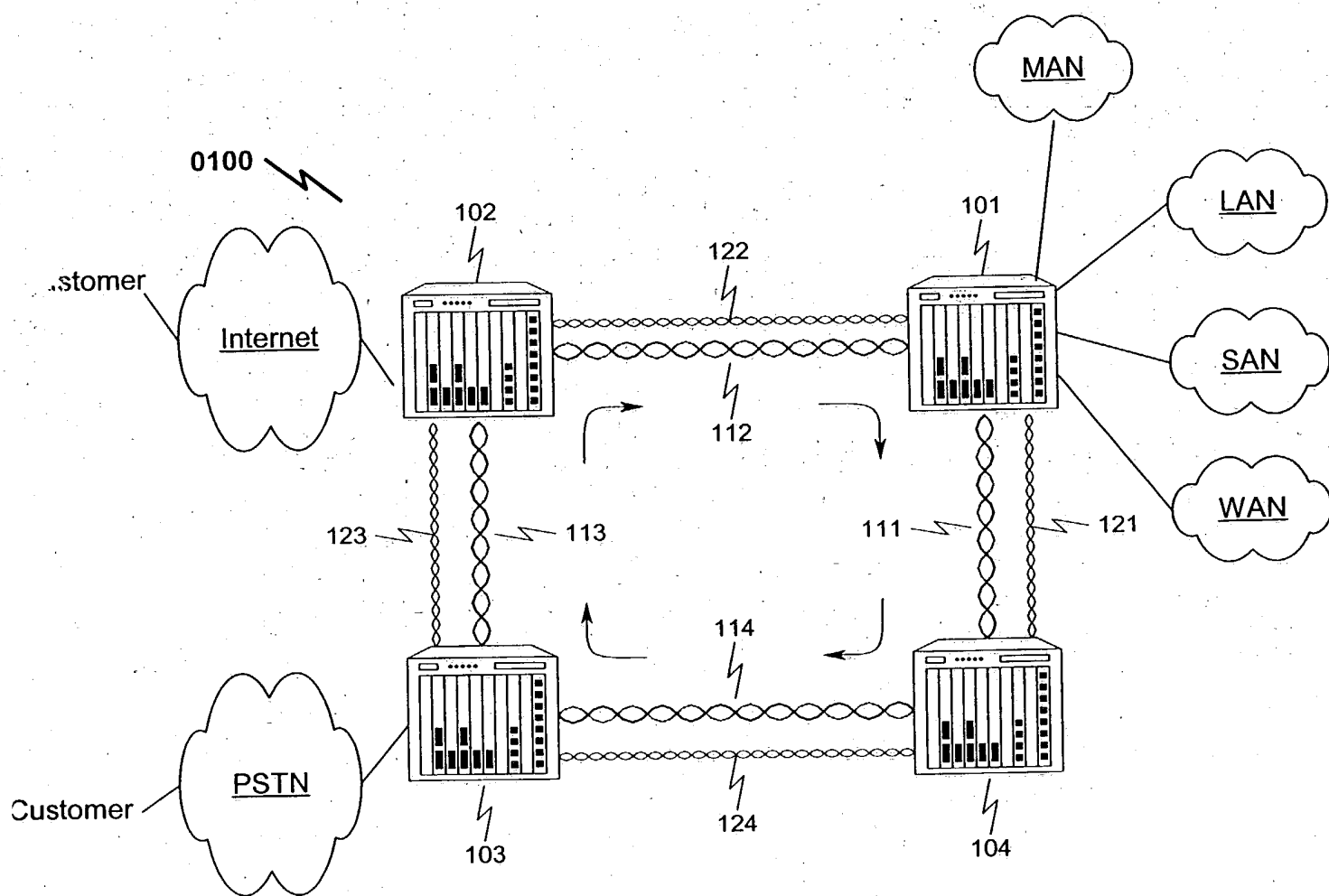
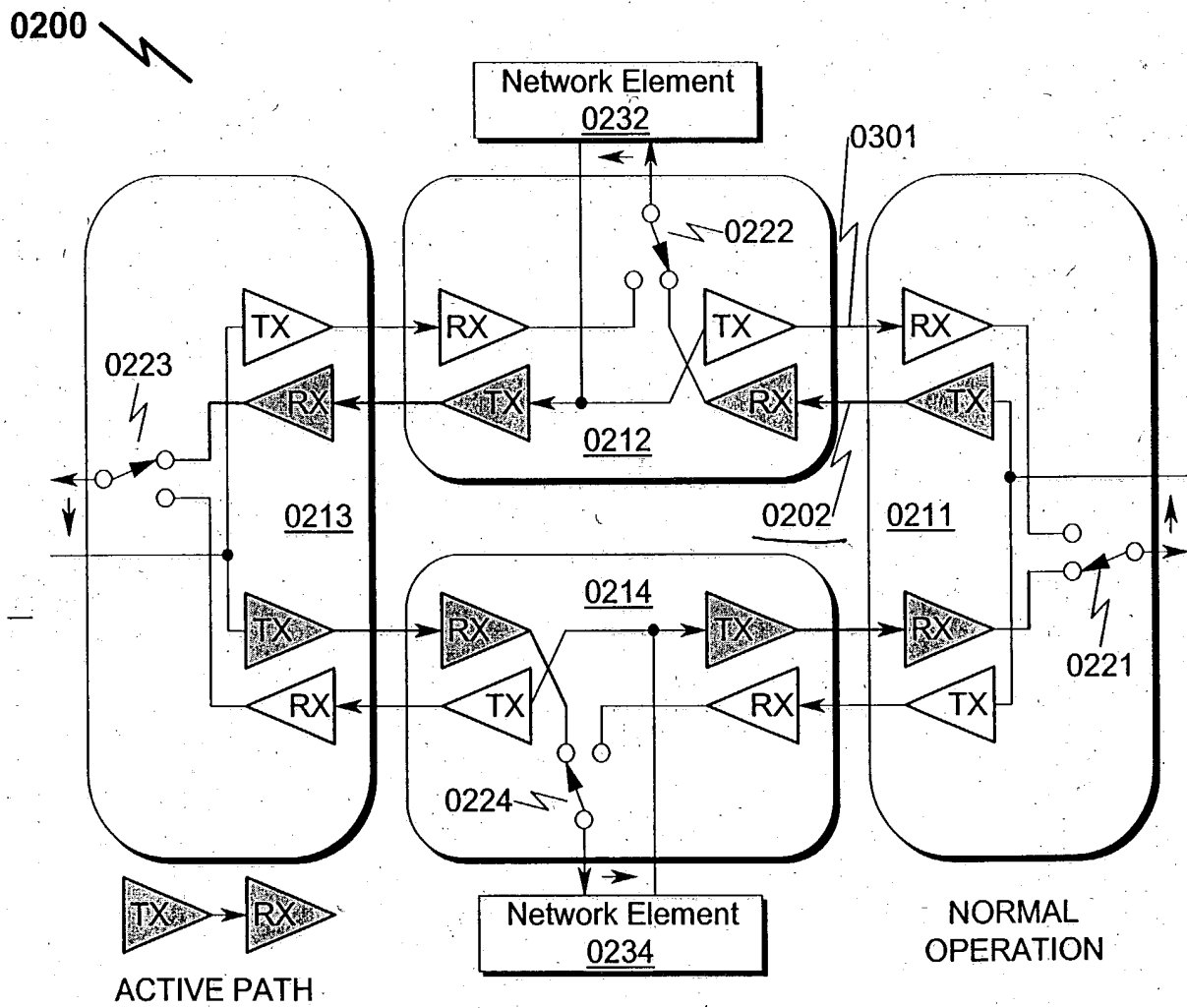


Figure 2



**PRIOR ART**

2017

Figure 3

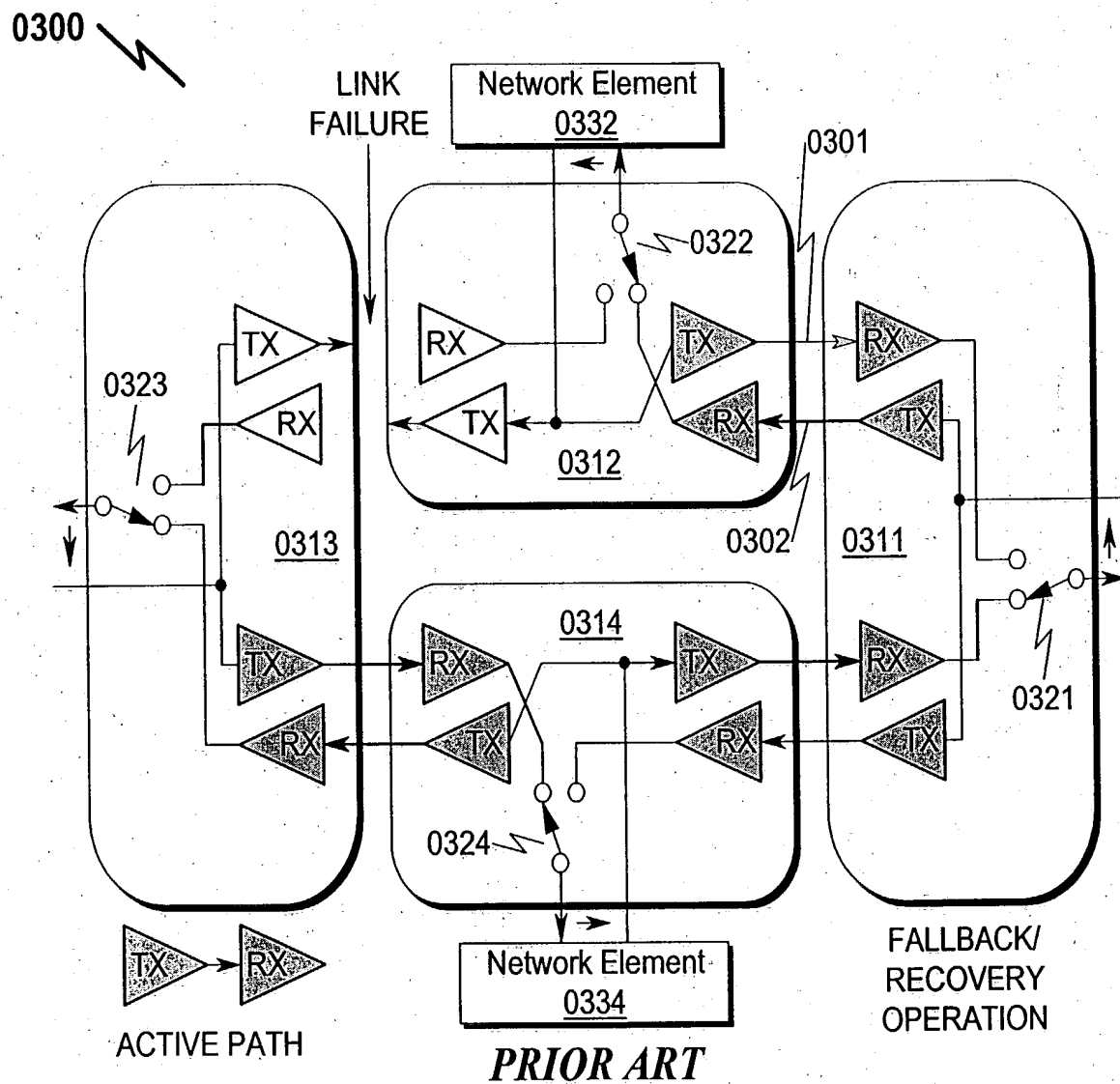
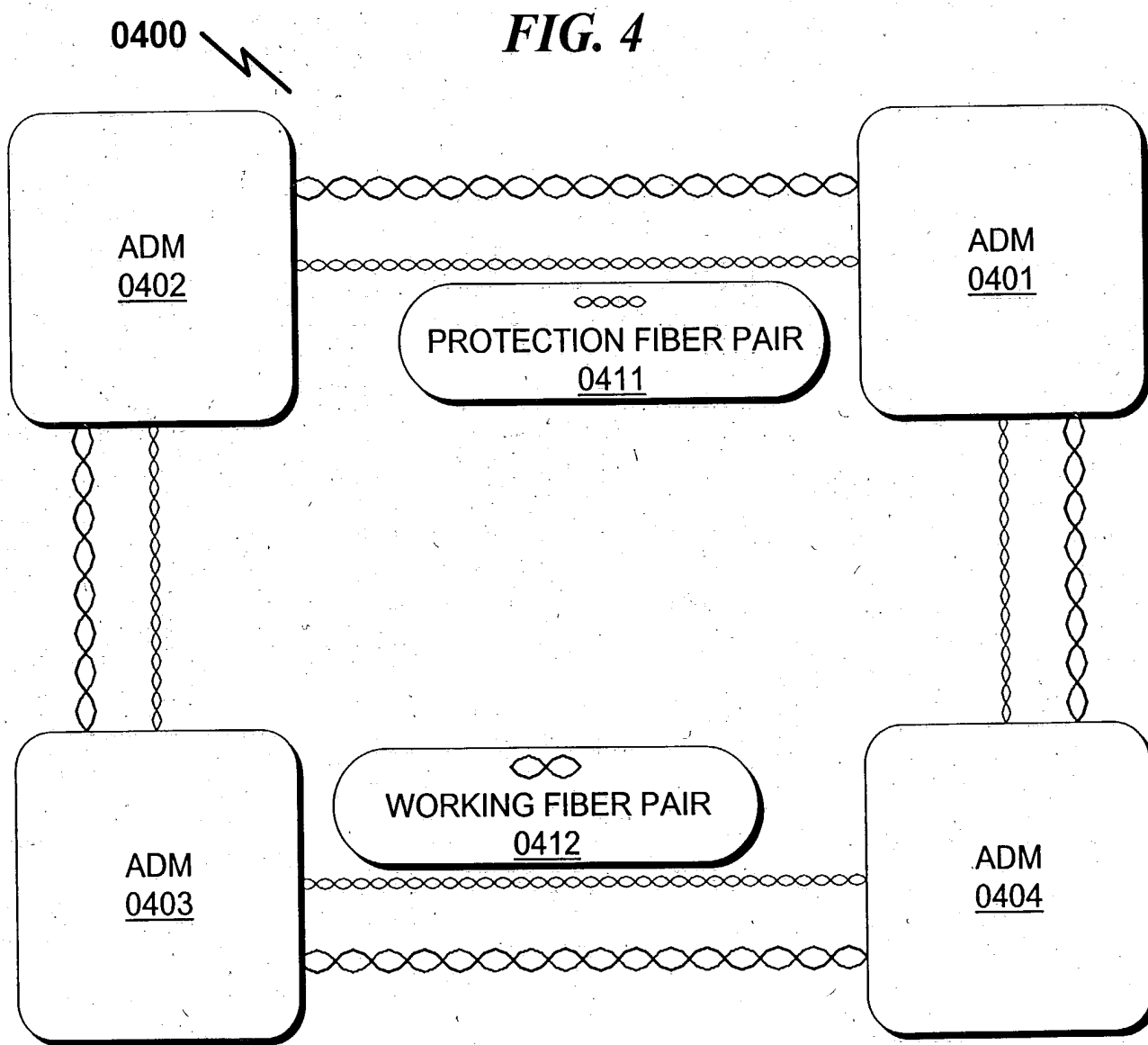


Figure 4



**PRIOR ART**

Figure 5

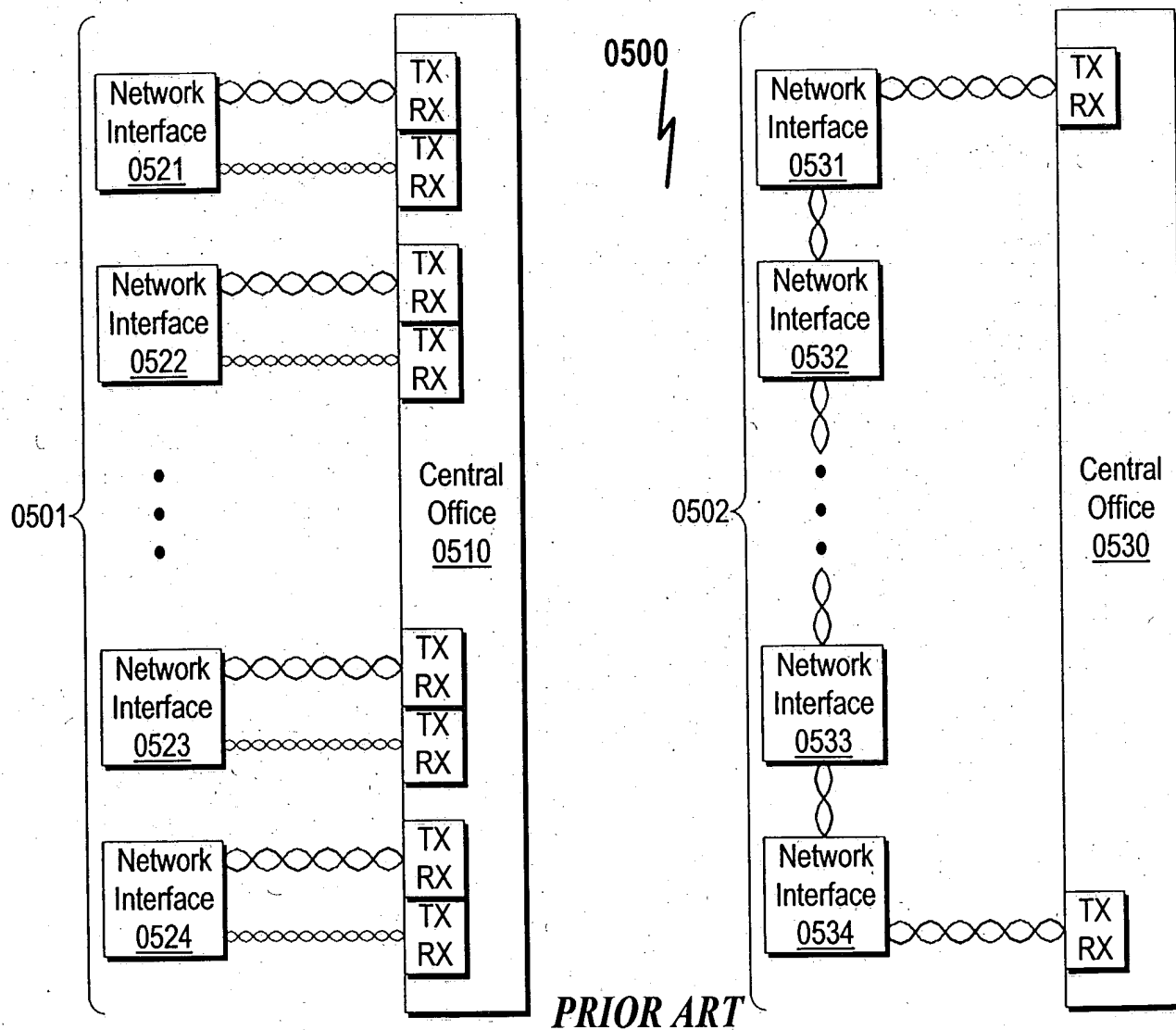


Figure 6

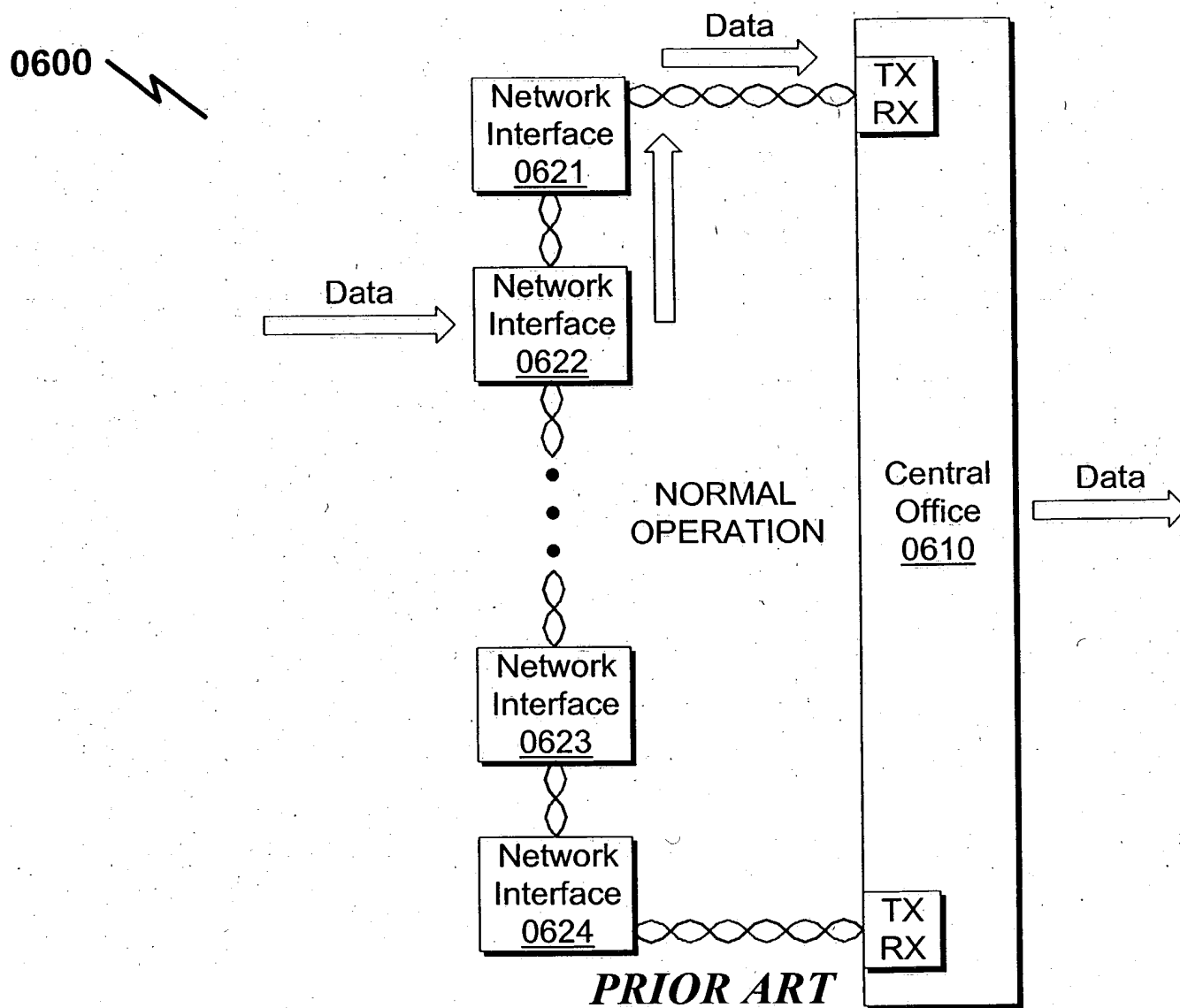


Figure 7

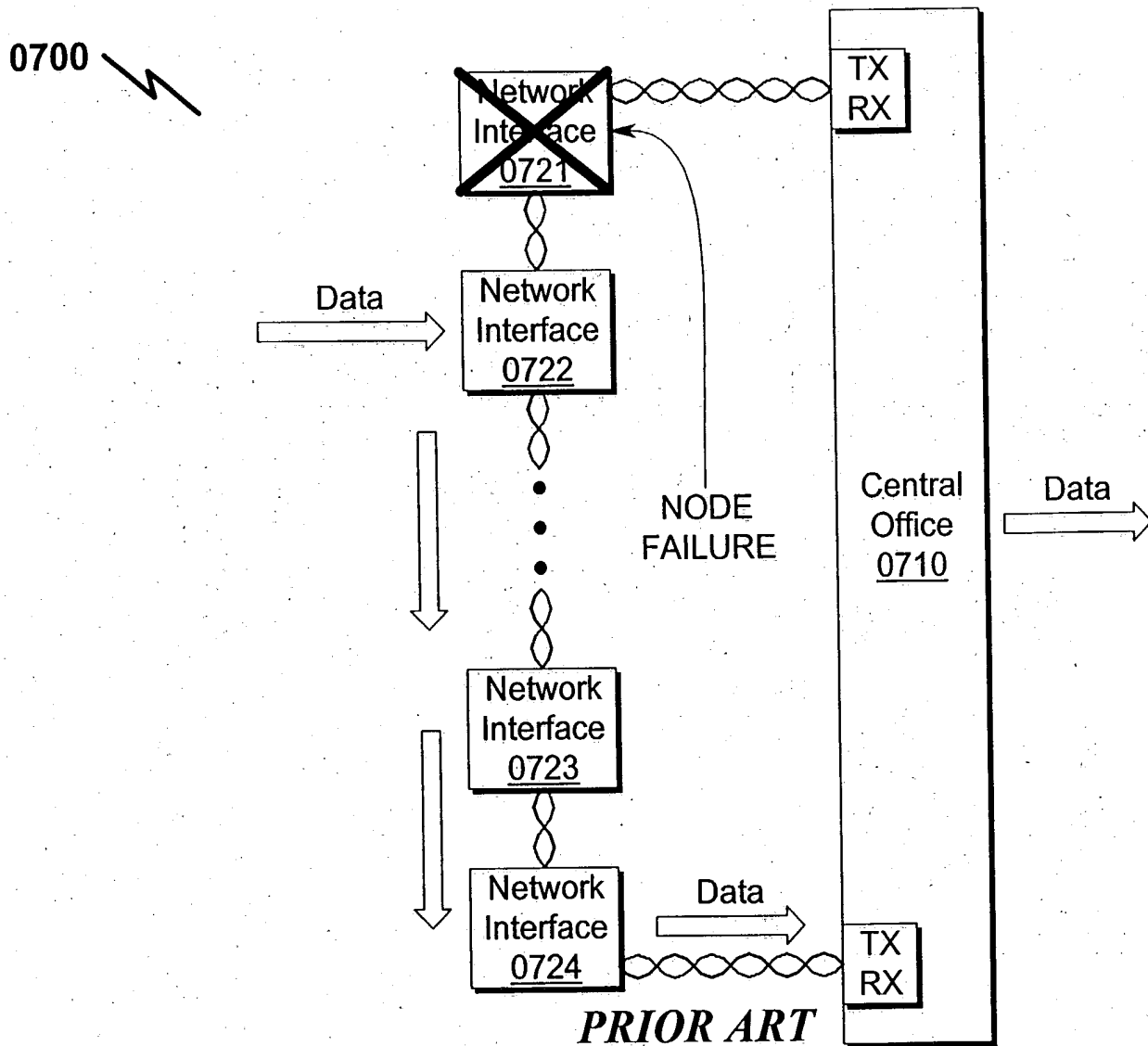


Figure 8

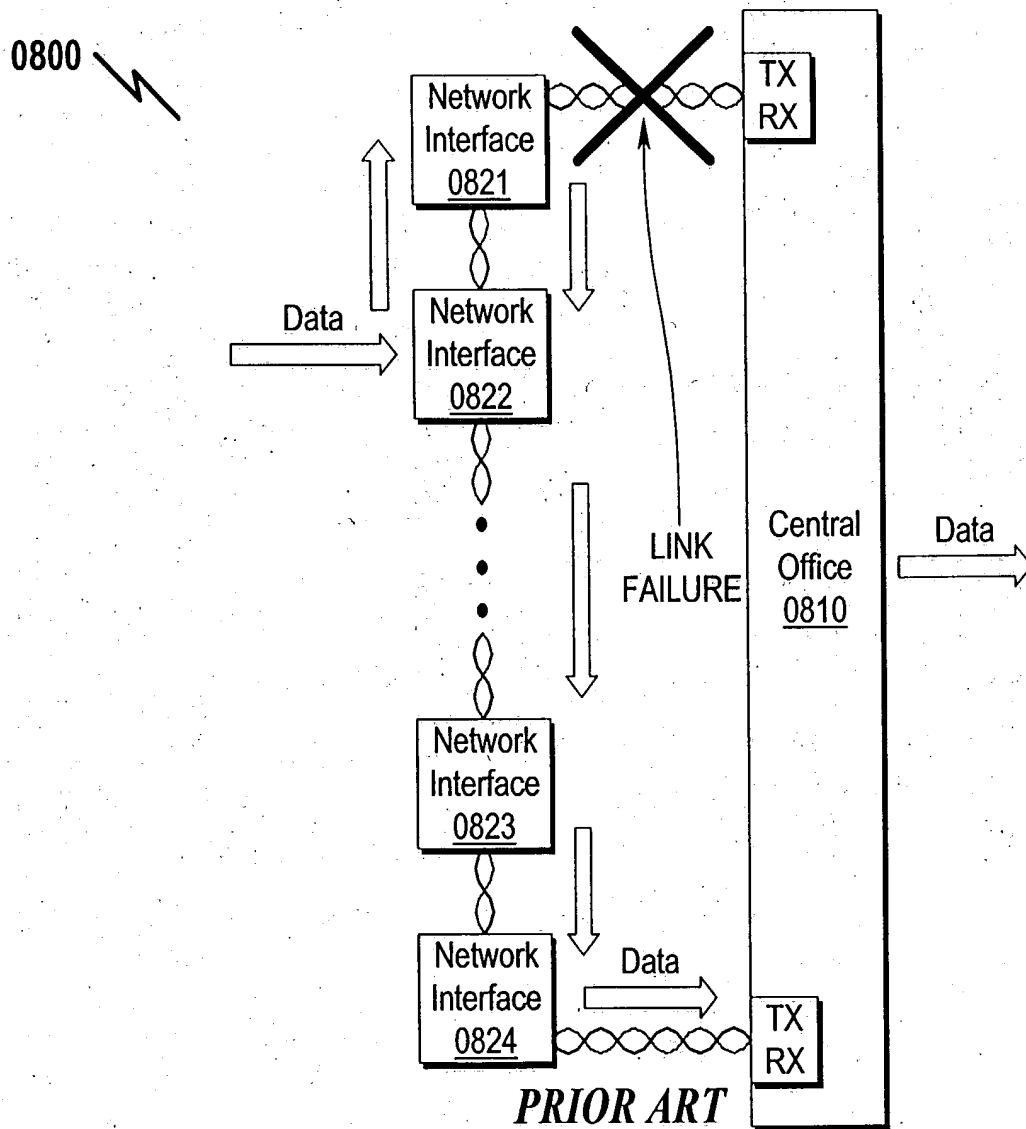




Figure 9

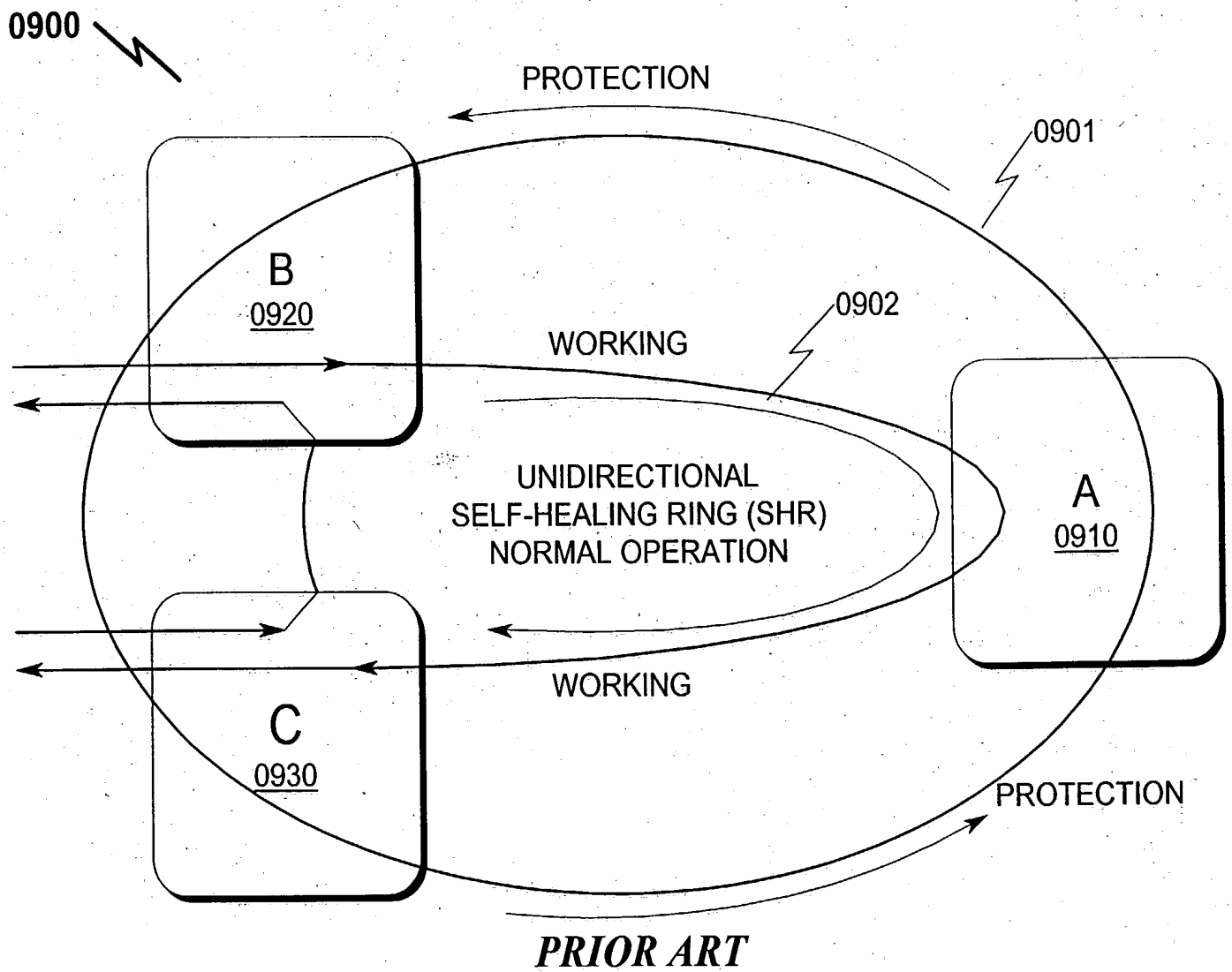
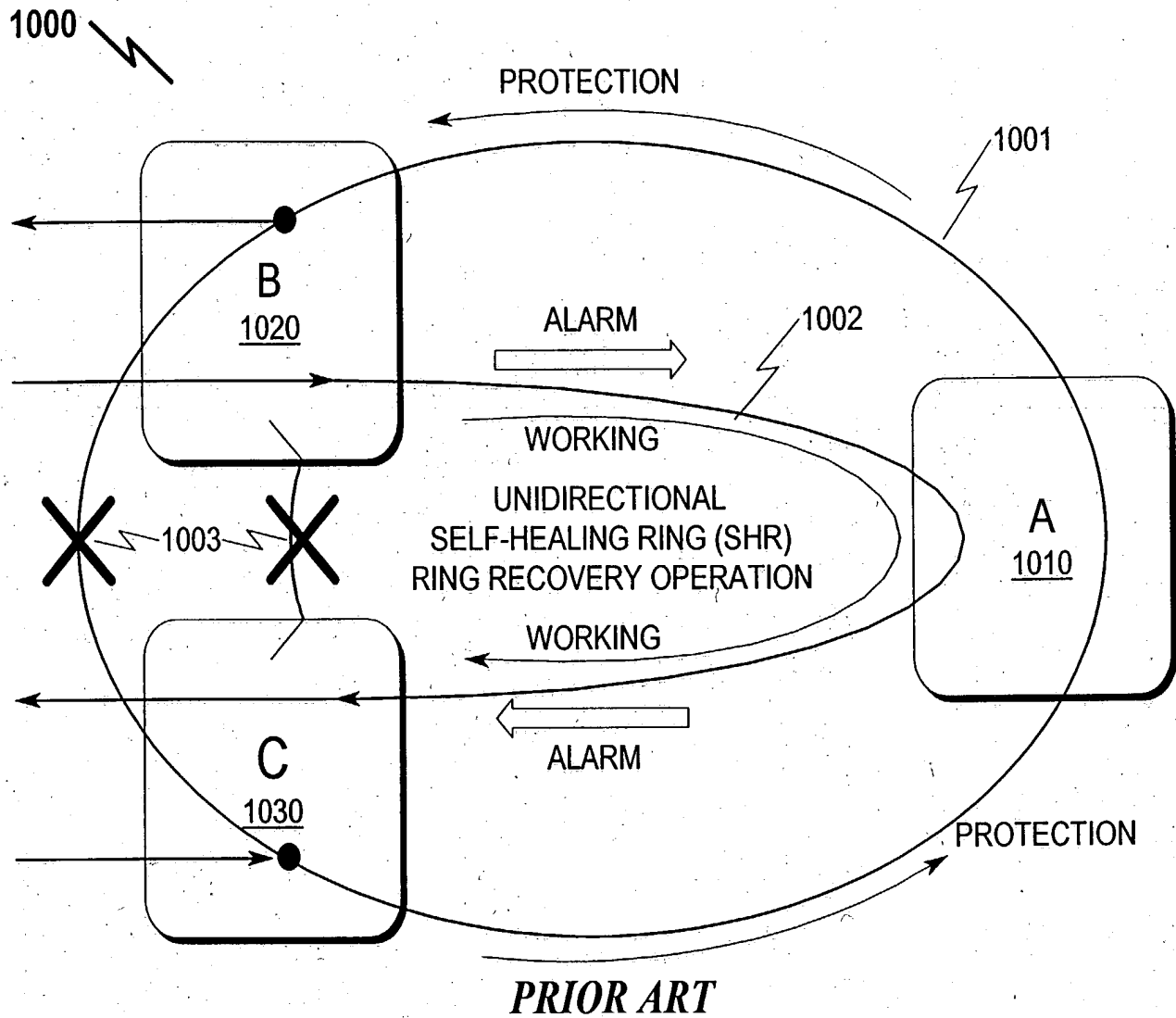


Figure 10



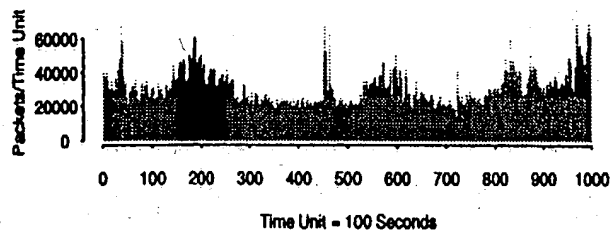
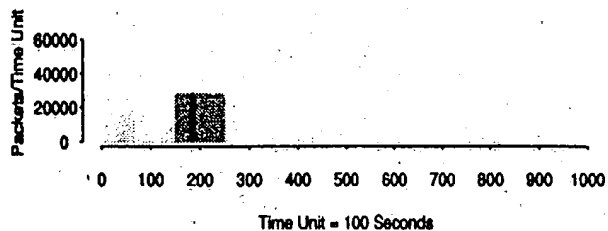
1100

# Figure 11

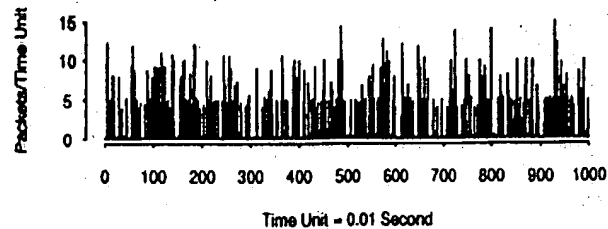
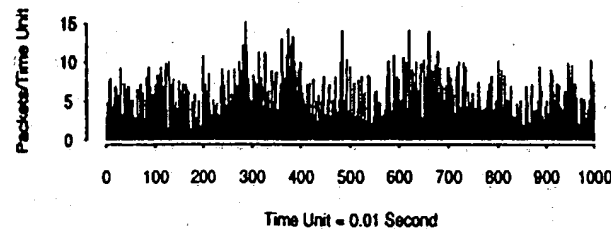
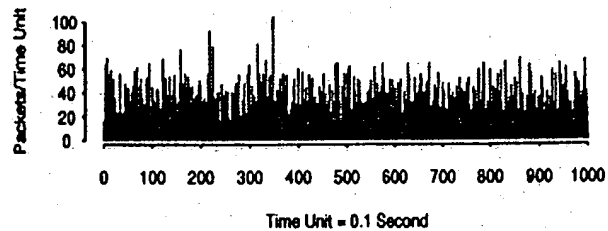
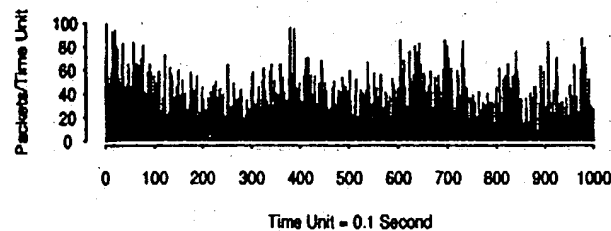
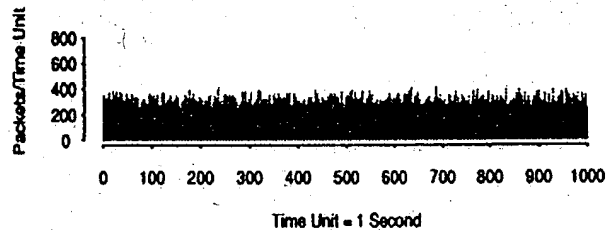
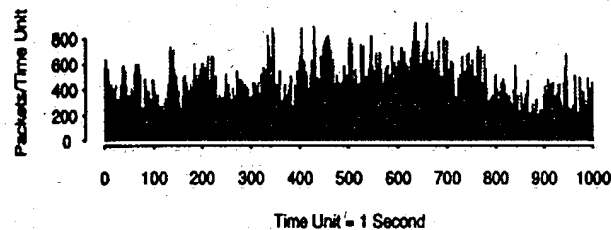
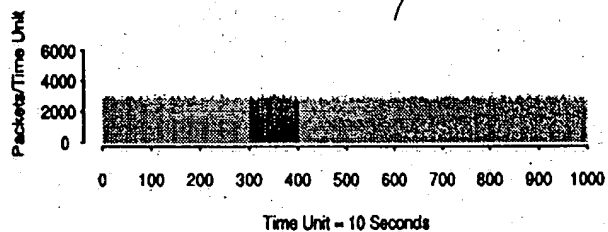
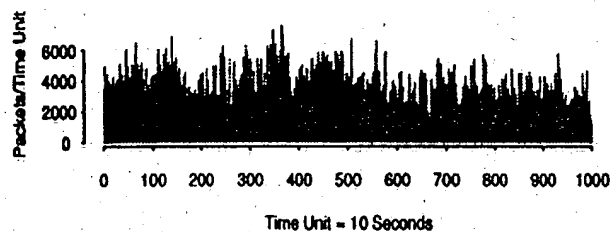
## Prior Art

1102

1104

**Measured Data Traffic (Ethernet LAN)****Traditional Models for Data Traffic**

1112



1110

Figure 12

1200

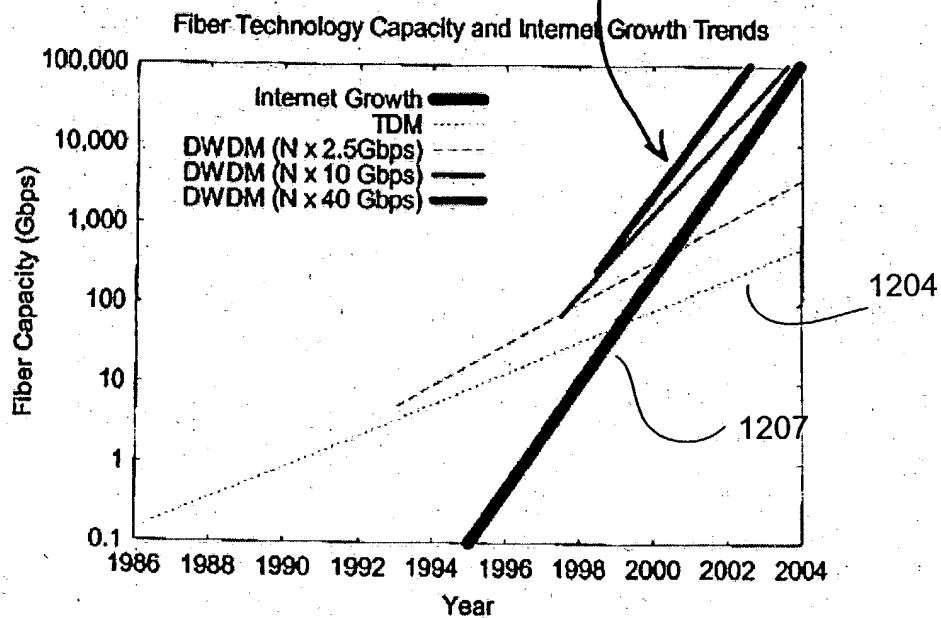


Figure 13

1300

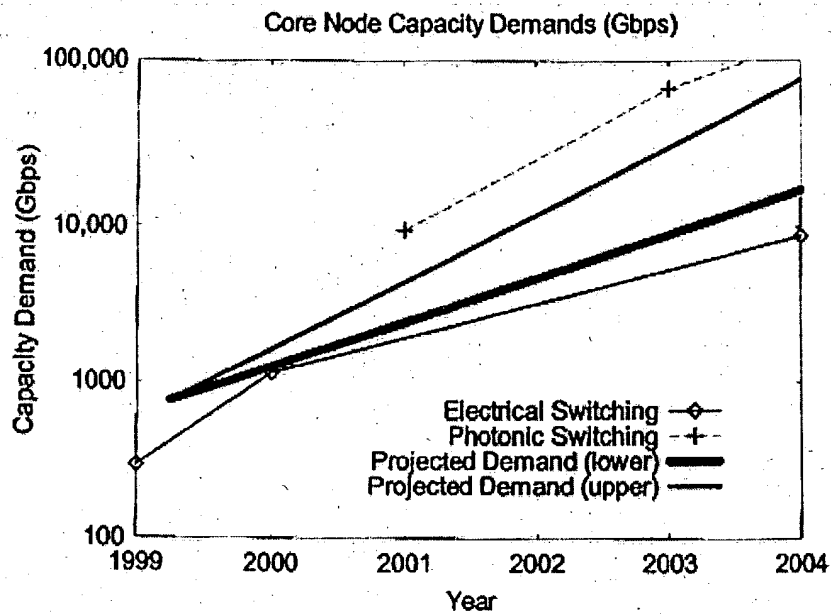
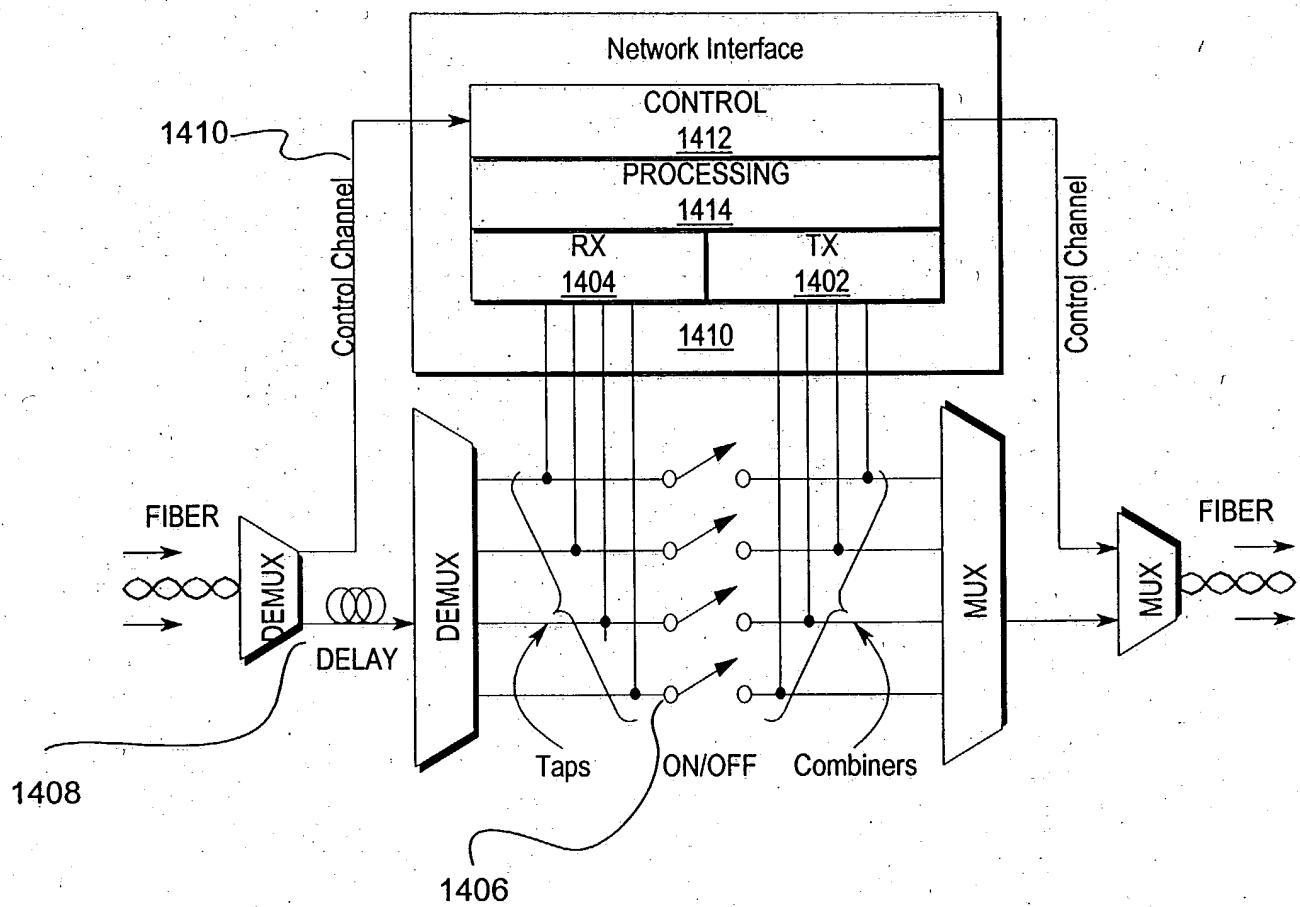


Figure 14



*PRIOR ART*

*Fumagalli/Cai/Chantre*

1500

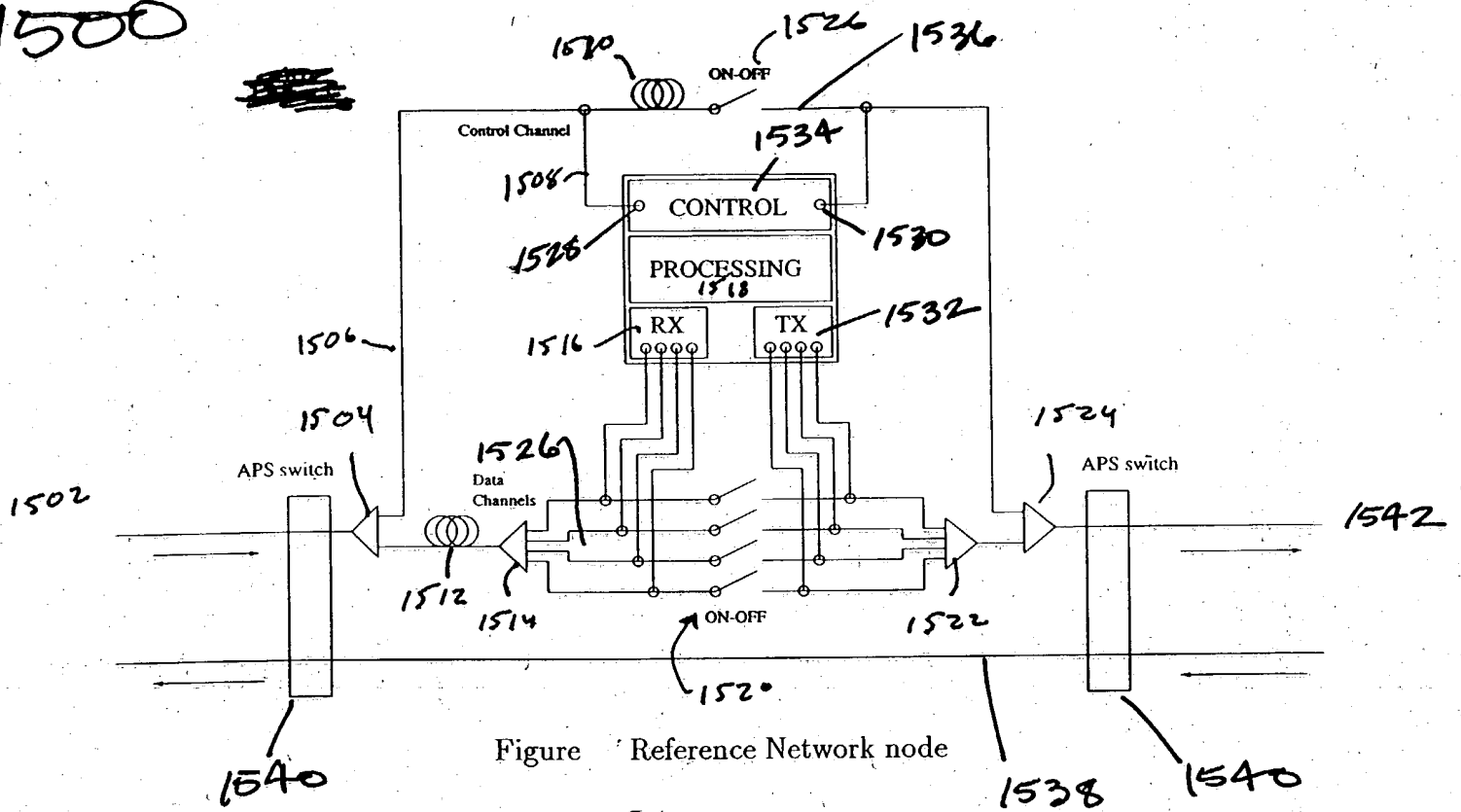


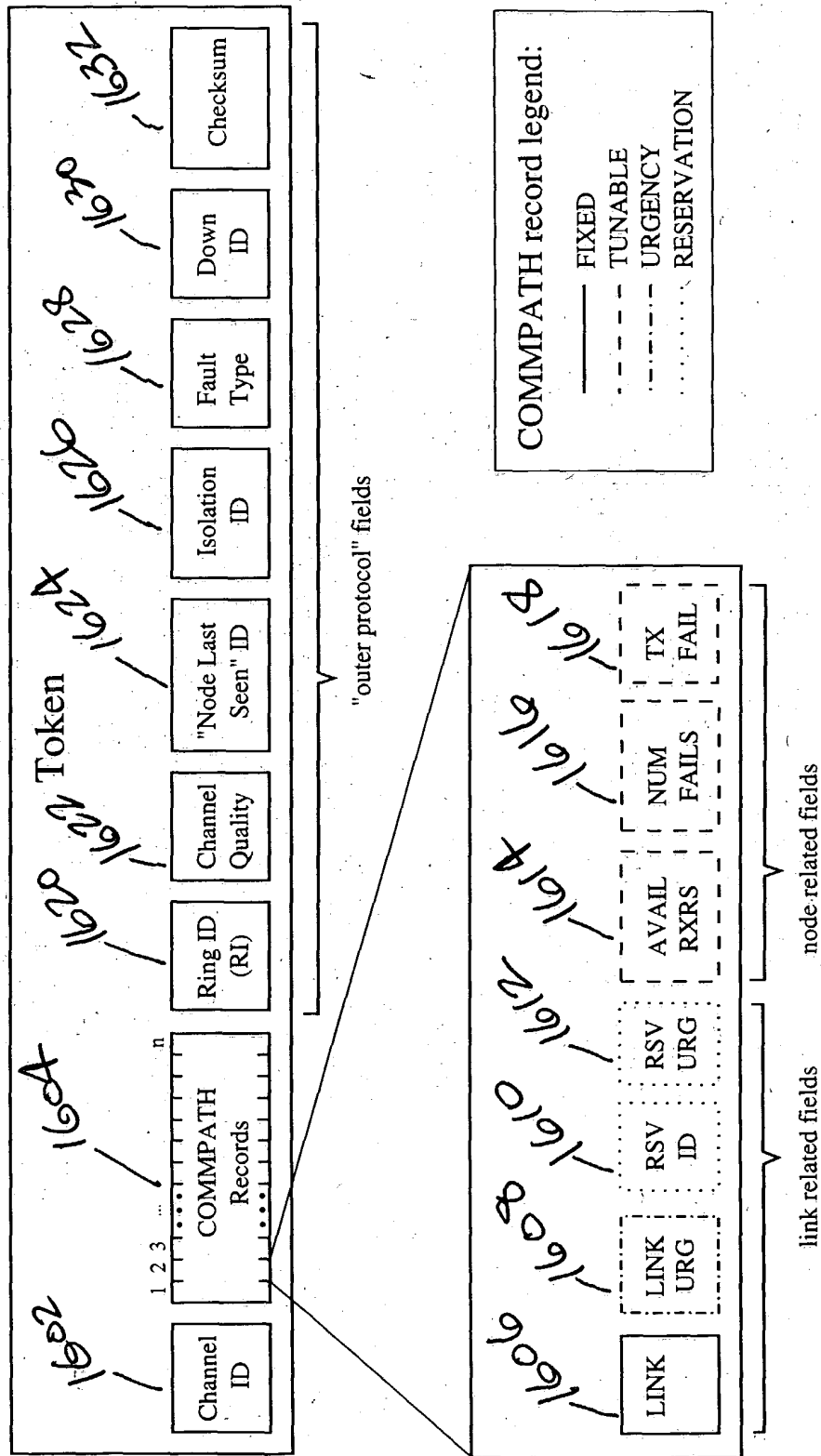
Figure Reference Network node

15:

f: new node

Patent app #1

1600





1700

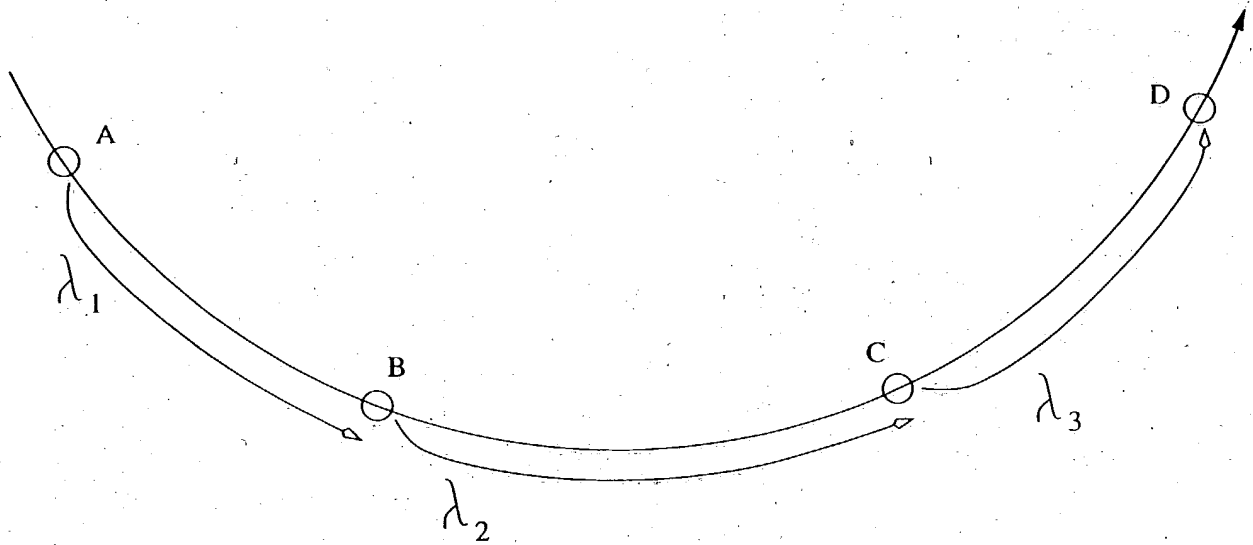


Figure Nodes A, B, and C contend for D's lone RXR

17:

1700

f: rxr-contention

1800

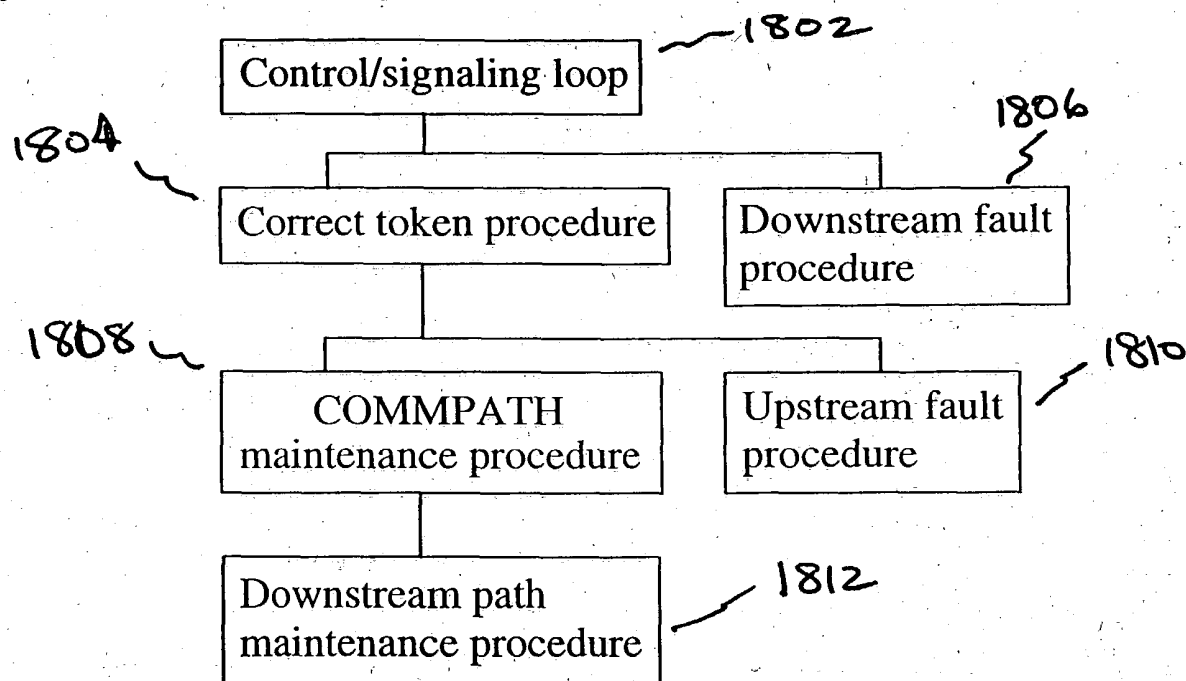
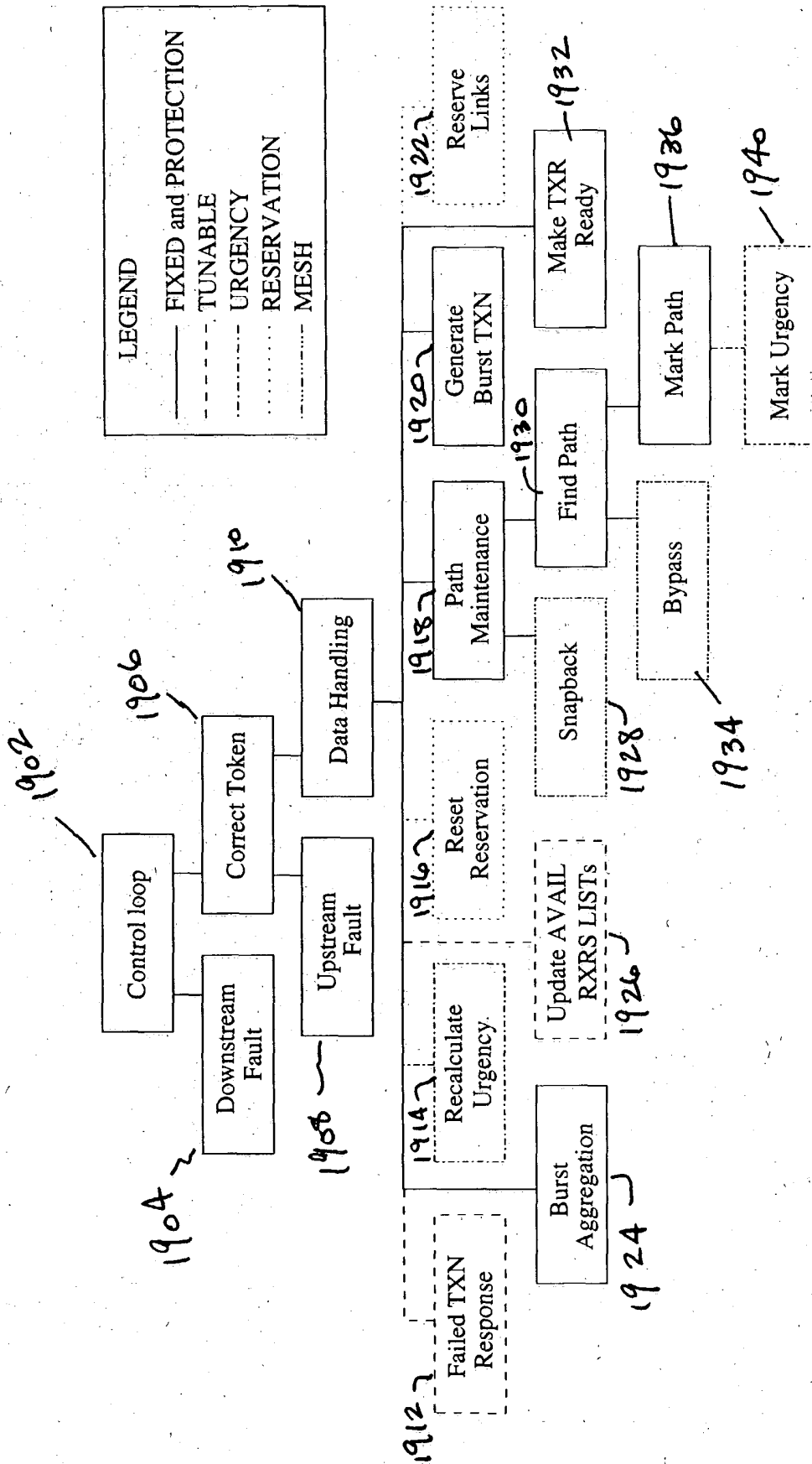


Figure Reference Network protocol procedure dependencies

18:

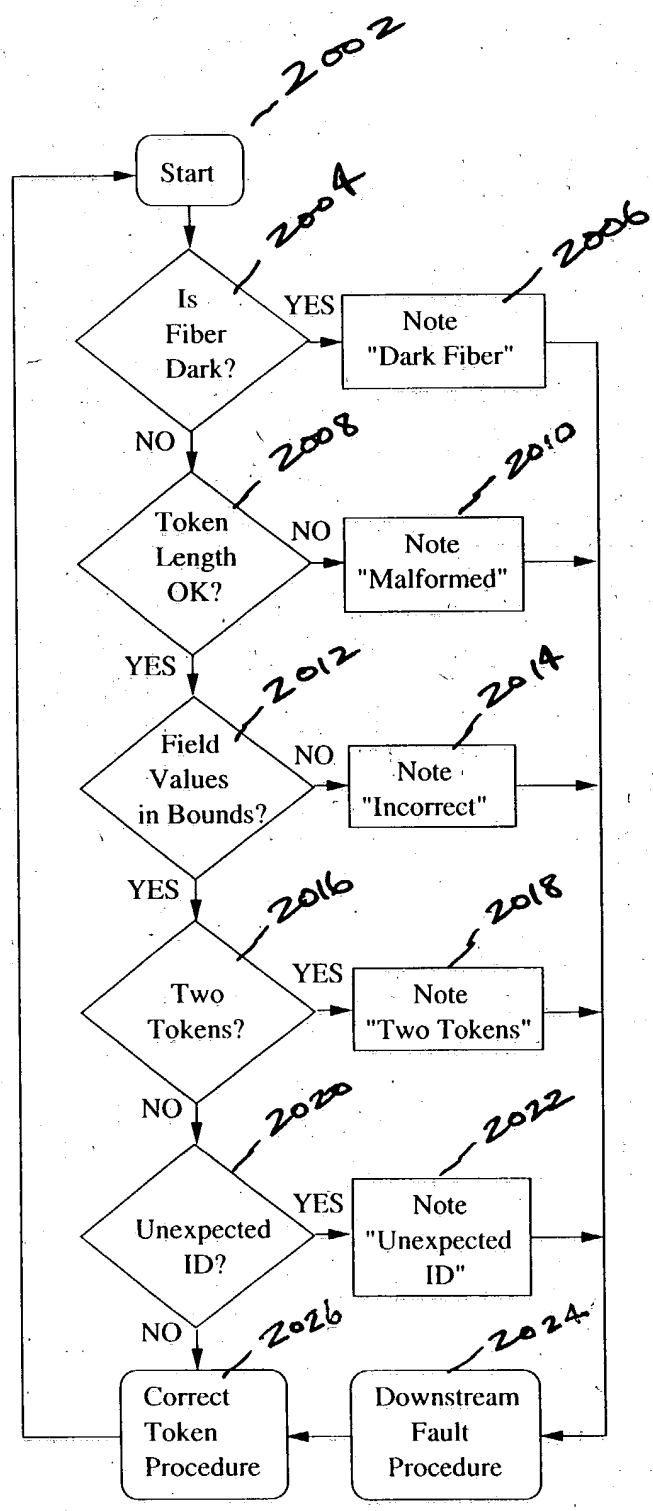
f: flow-ref-net-protocol-topview

1900



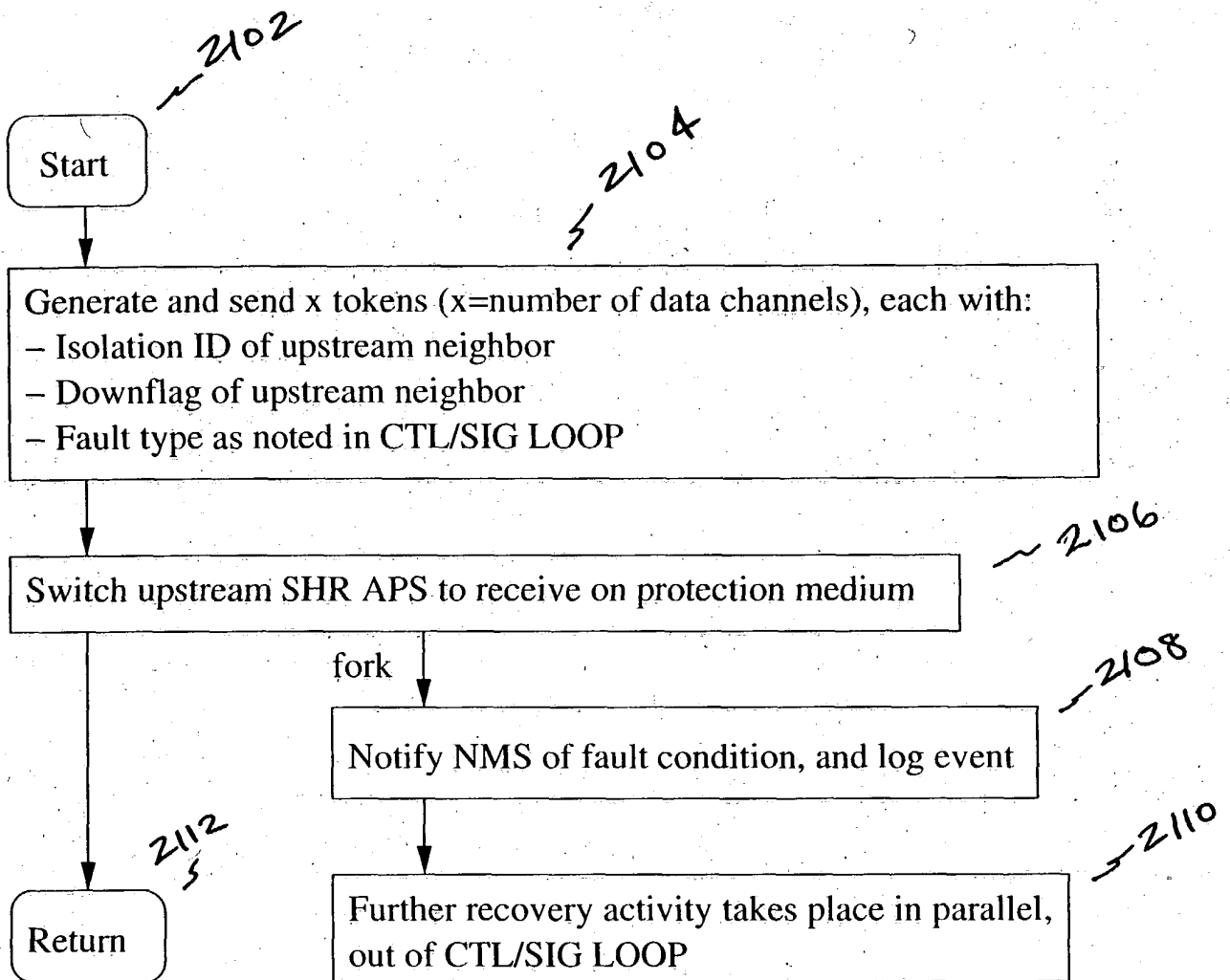
Protocol Procedure Calling Dependencies

2000



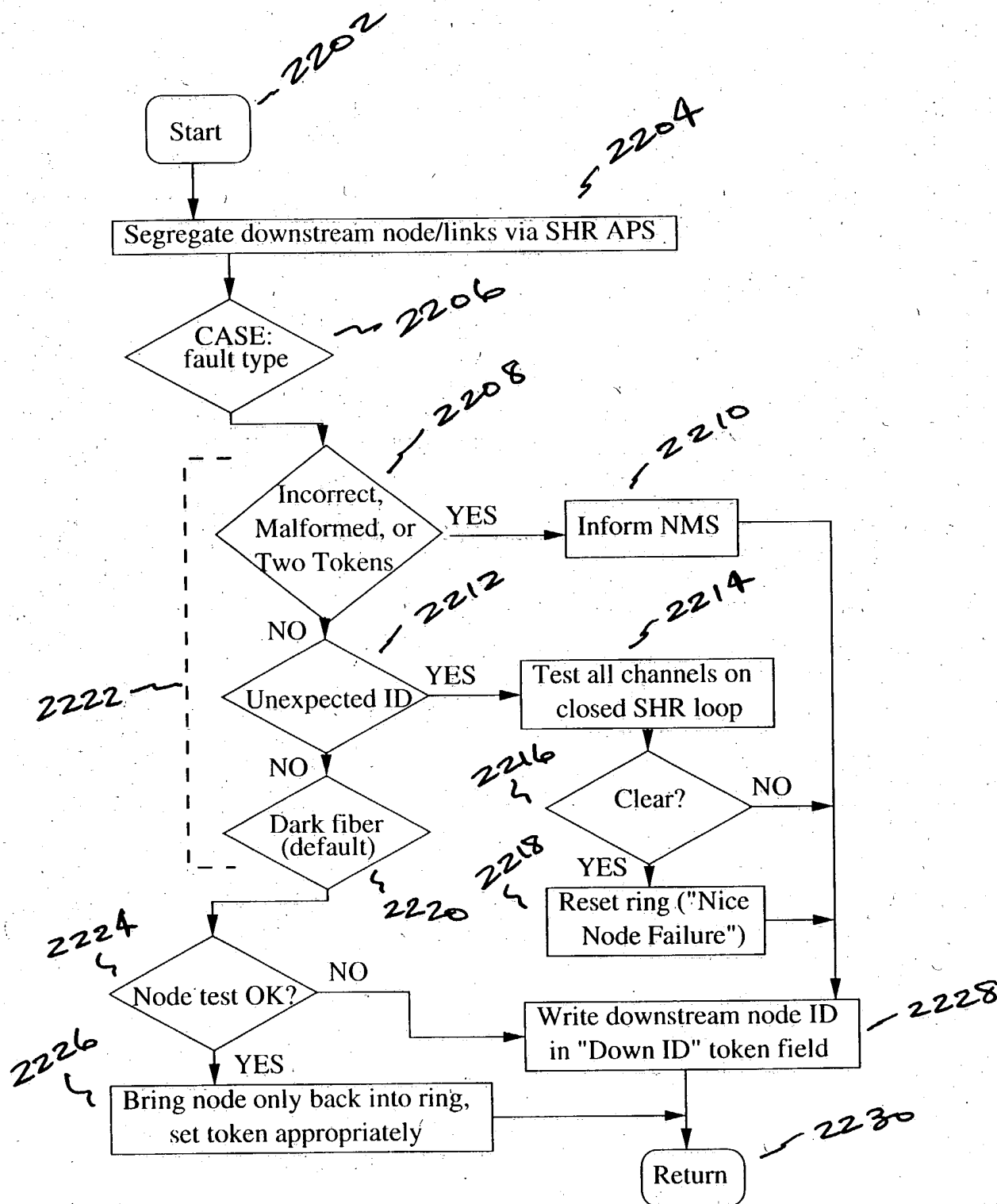
CONTROL/SIGNALING LOOP

2100



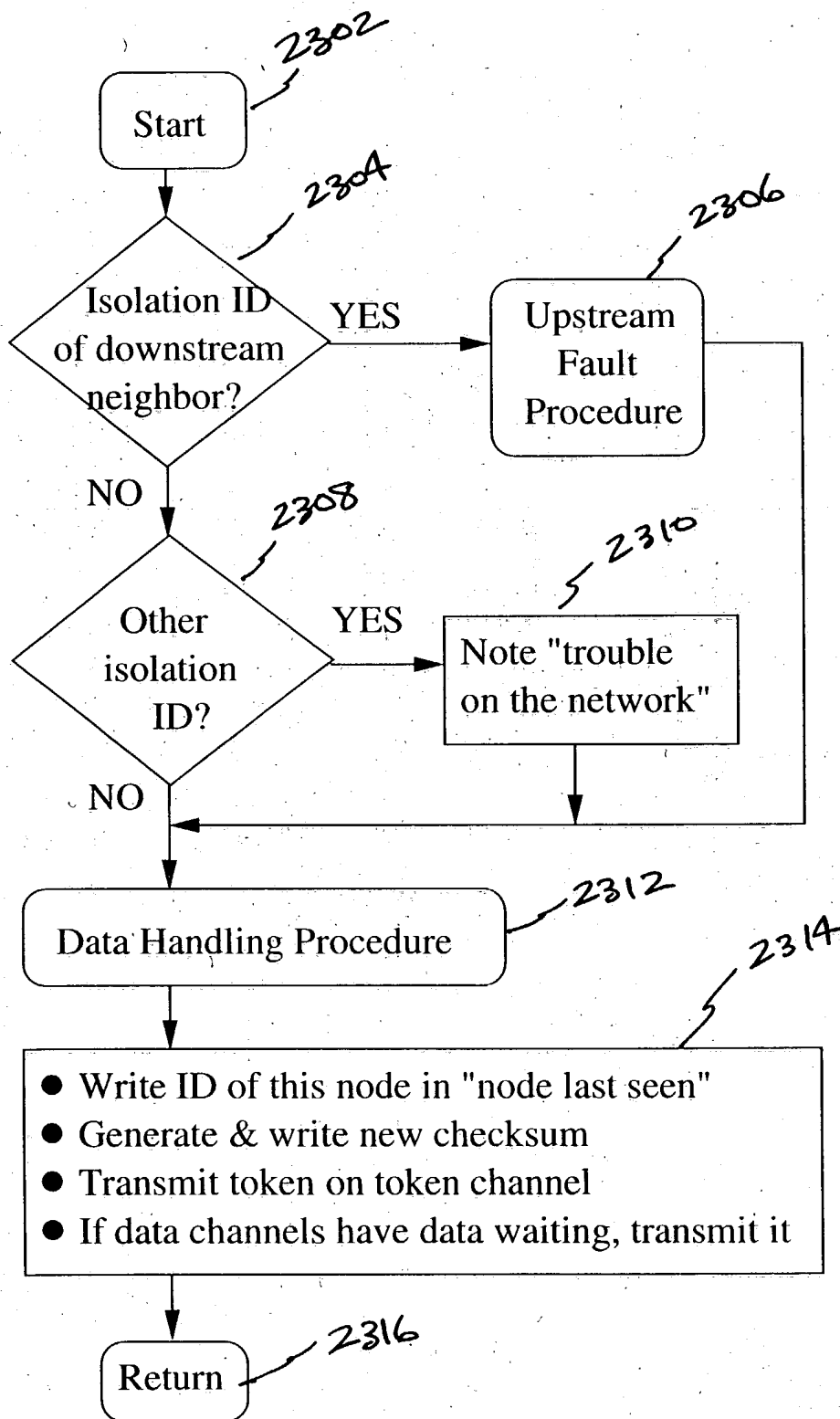
DOWNSTREAM FAULT PROCEDURE

2200



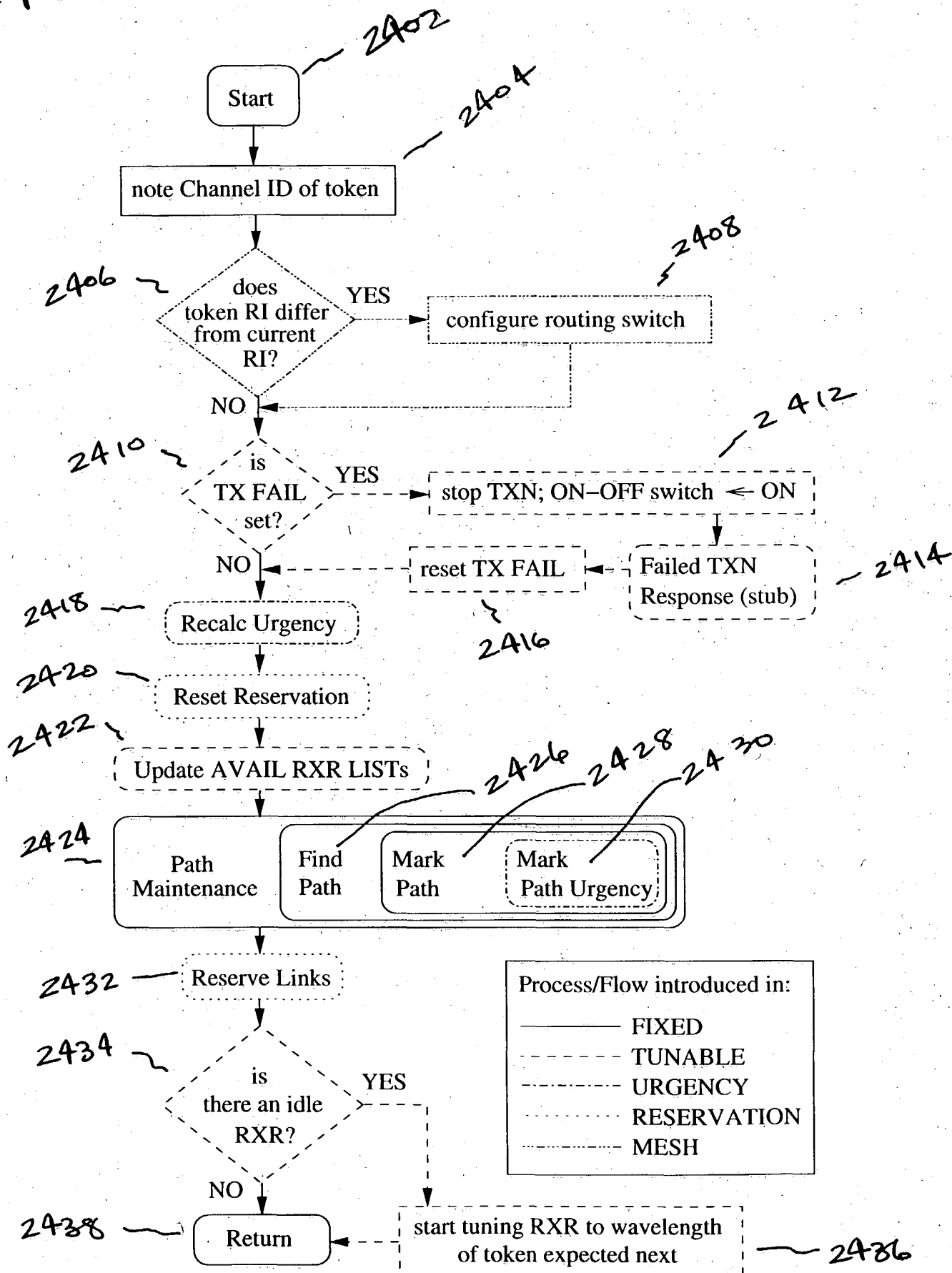
UPSTREAM FAULT PROCEDURE

2300



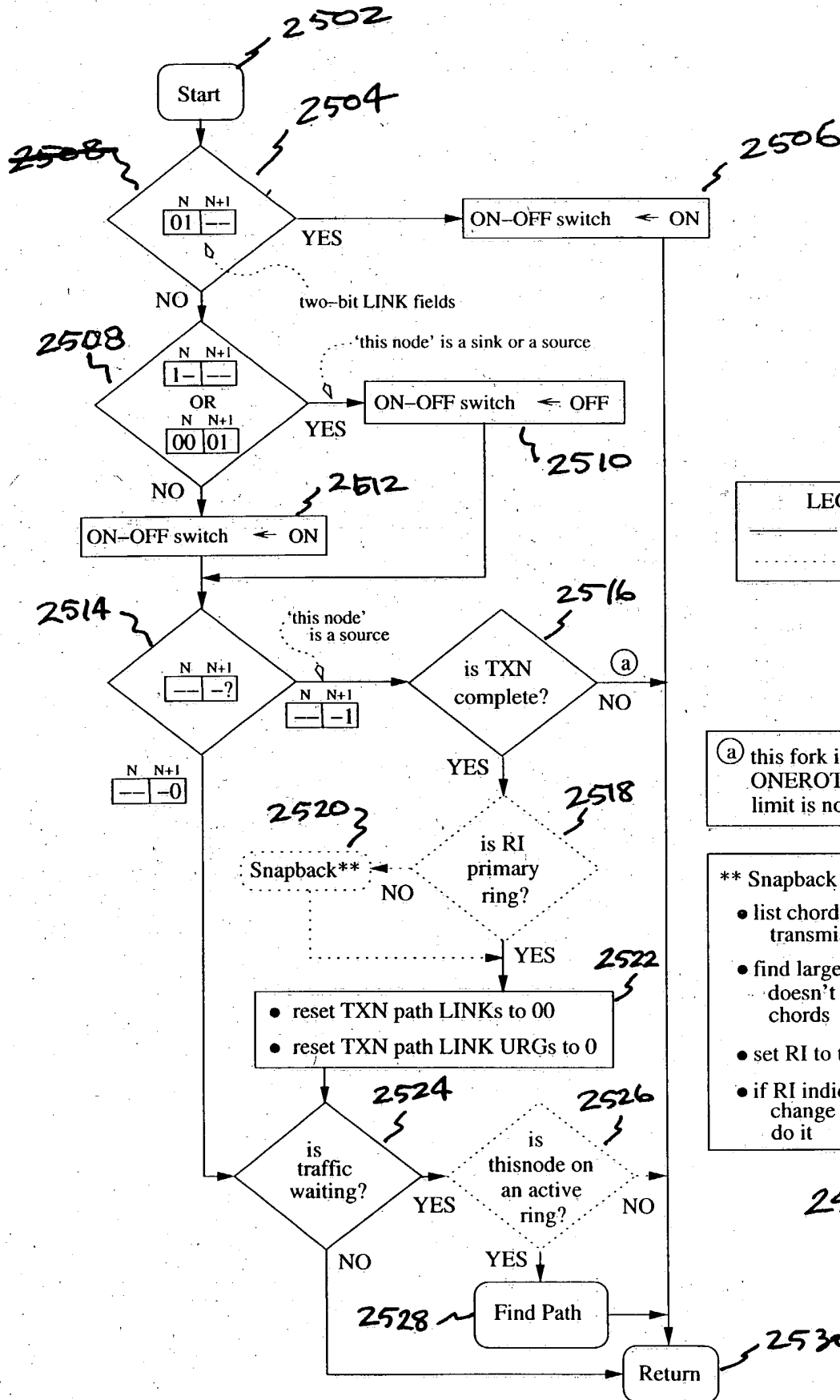
CORRECT TOKEN PROCEDURE

2400





2500



PATH MAINTENANCE

2600

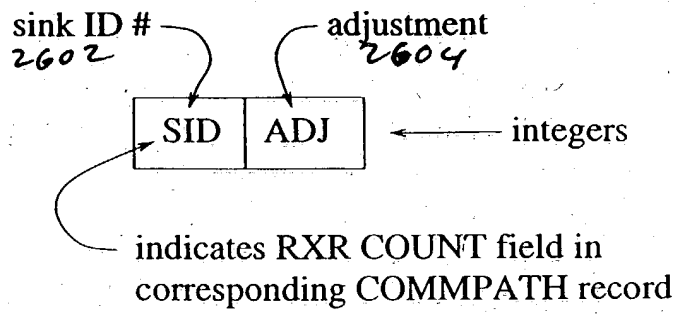


Figure RXR COUNT LIST record fields

261

f: flow2-rxr-count-list-record

**Algorithm 0.0.2:** UPDATE AVAIL RXR LISTs(*Global, Node, Token*)

if *rxr\_lists* are empty [block 0]  
 then return

if *Node* is on a lightpath [block 1]  
 then note *source* and *sink*

for each *rec*  $\in$  *Node.add\_back\_rxr\_list* [block 2]

do {  
   increment *rec.adj*  
   increment *Token[rec.sink].AVAIL\_RXRS*  
   if *Token[rec.sink].NUM\_FAILS* > 0  
     then decrement *Token[rec.sink].NUM\_FAILS*  
   if *rec.adj* = 0  
     then delete *rec*

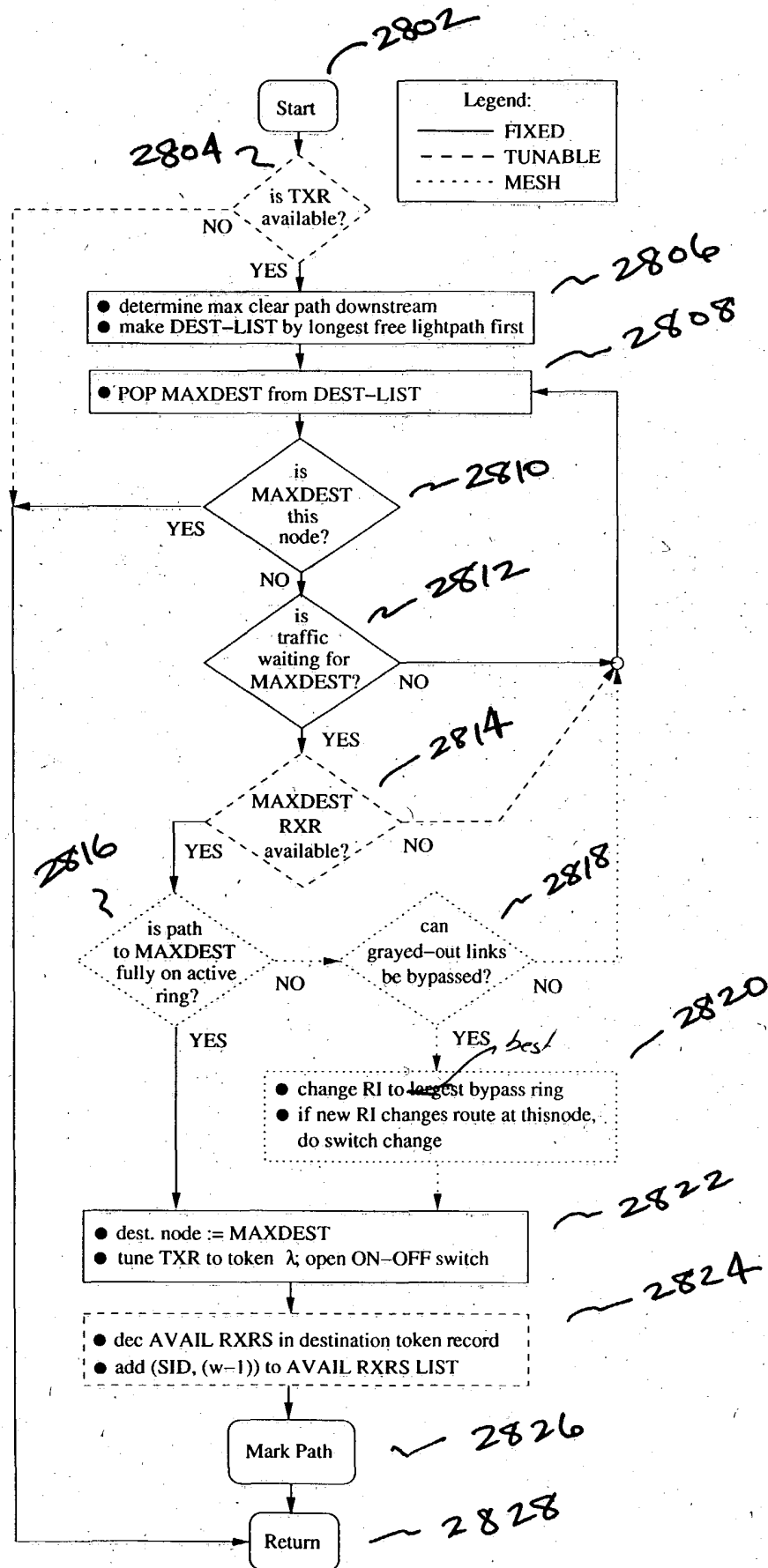
for each *rec<sub>1</sub>*  $\in$  *Node.take\_away\_rxr\_list* [block 3]

do {  
   decrement *rec<sub>1</sub>.adj*  
   decrement *Token[rec<sub>1</sub>.sink].AVAIL\_RXRS*  
   if (*Token[rec<sub>1</sub>.sink].AVAIL\_RXRS* + *Token[rec<sub>1</sub>.sink].NUM\_FAILS*) < 0<sup>a</sup>  
     then {  
       increment *Token[rec<sub>1</sub>.sink].NUM\_FAILS*  
       if *sink* noted and *rec<sub>1</sub>.sink* = *sink* and *Token[rec<sub>1</sub>.sink].LINK* = SINK<sup>b</sup>  
         then if no active TXN to *sink*  
           then {comment: TANDEM  
               *Node.on\_off*[ $\lambda_i$ ]  $\leftarrow$  ON  
             else if *Token[sink].LINK\_URG*  $\geq$  urgency of least urgent active TXN  
               then {comment: STOMP  
                   *Node.on\_off*[ $\lambda_i$ ]  $\leftarrow$  ON  
                   discontinue own least urgent active TXN  
                   invoke *Failed\_TXN()*  
                 else {comment: SIPHON  
                   reset lightpath from *sink* upstream  
                   *Node.on\_off*[ $\lambda_i$ ]  $\leftarrow$  OFF  
                   *Token[source].TX\_FAIL*  $\leftarrow$  *sink*  
                 if *rec<sub>1</sub>.adj* = 0  
                 then {new *rec<sub>2</sub>*  $\leftarrow$  (*rec<sub>1</sub>.sink*, -(*Global.num\_tokens*))  
                   add *rec<sub>2</sub>* to *Node.add\_back\_rxr\_list*  
                   delete *rec<sub>1</sub>*

<sup>a</sup>if the sum of the AVAIL\_RXRS and NUM\_FAILS token fields for *rec<sub>1</sub>.sink* becomes negative ...

<sup>b</sup>if *rec<sub>1</sub>.sink* is the sink of a lightpath that was noted near the top of the algorithm ...

2800



FIND PATH (FIXED, TUNABLE, MESH)

2900

**Algorithm 0.0.3: RESERVE LINKS PROCEDURE**(*Token, Path*)

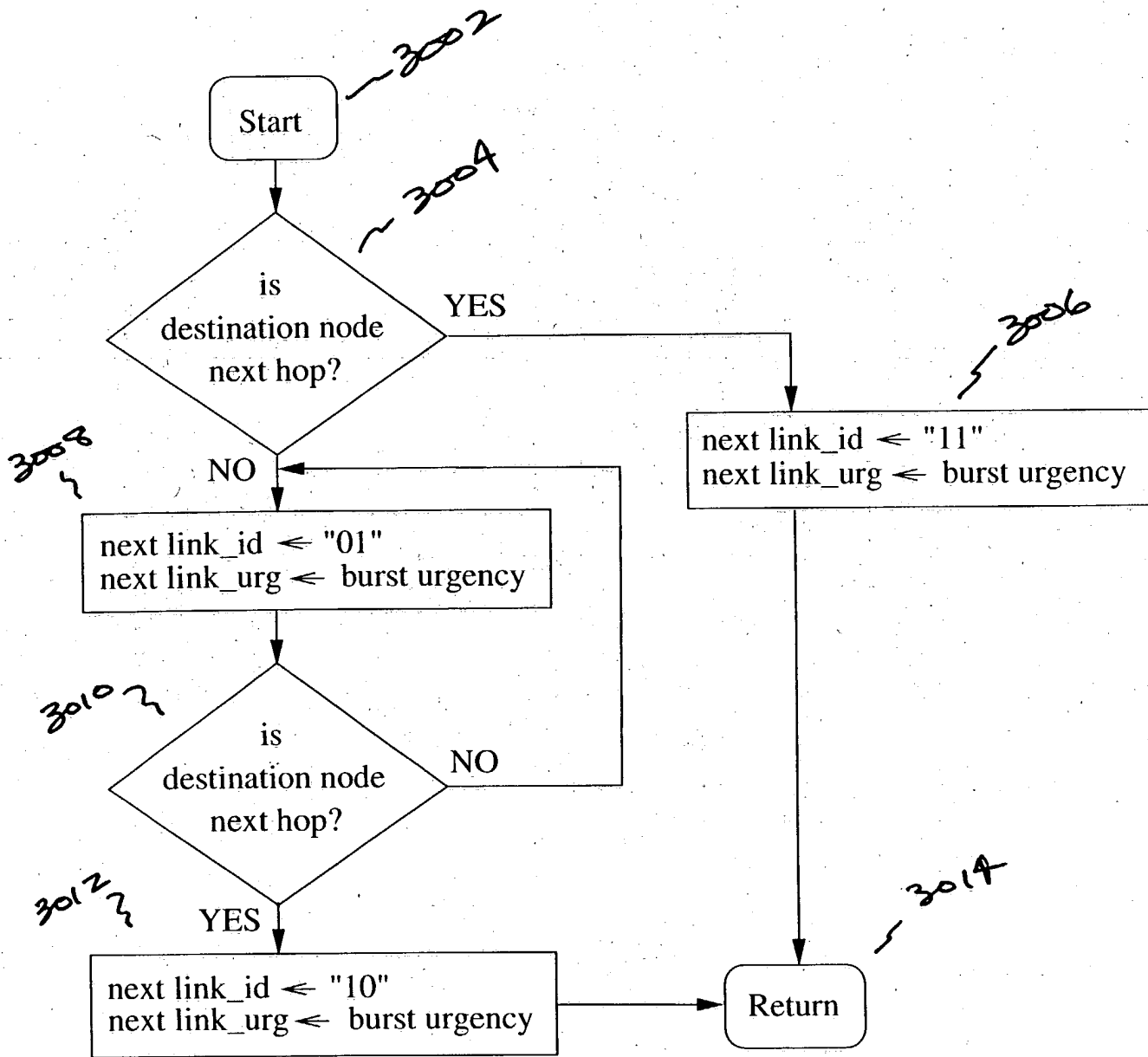
create priority queue of destination *candidates*, sorted on primary key (most urgent),  
and secondary key (greatest hop-length)

```
while (1)
{
  if queue empty
  then return
do {
  pop candidate
  if every RSV_URG of path to candidate has lower urgency than candidate burst
  then drop through WHILE loop
}

for each link on Path
do {
  note "losing" reservation ID, if any
  write "my" ID and MAXDEST urgency number
}

for each losing ID
do {
  reset all reservations which are contiguous to new reservation link
  and which have losing IDs (clear away "orphaned" IDs)
}
```

3000



MARK PATH (MARK PATH URGENCY)

3100

**Algorithm 0.0.1:** FIND PATH(*Global, Node, Token*)

if a TXR is available

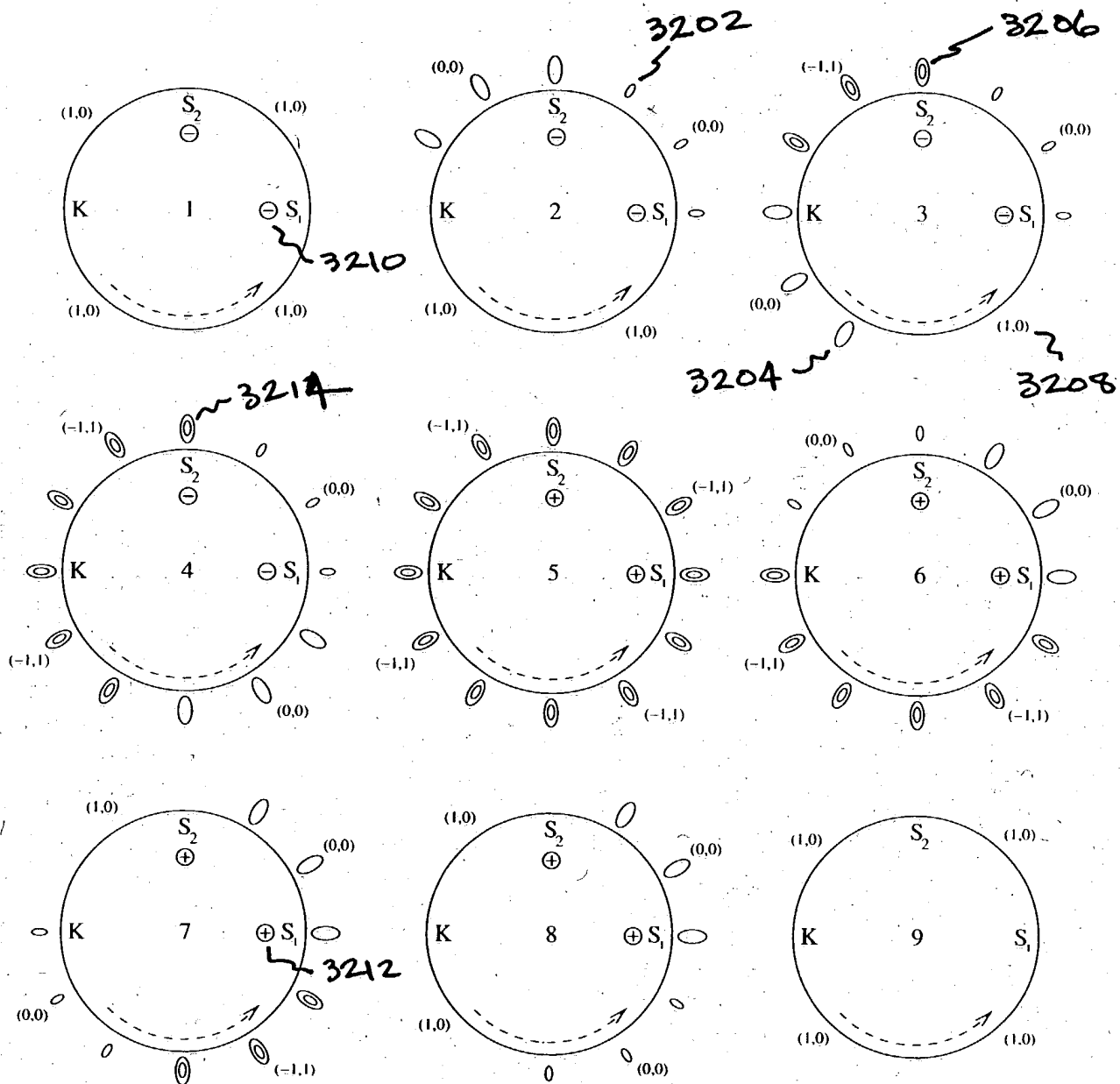
then {	{	find <i>max</i> (the FREE link farthest downstream on <i>active ring</i> )	
		<i>dest_list</i> $\leftarrow$ all dests (with bursts waiting) incl. <i>max</i> <sup>a</sup>	
		sort <i>dest_list</i> , by primary key (most urgent)	[3110]
		and secondary key (farthest)	
		while (1)	
		if <i>dest_list</i> is empty	
		then return	
		do {	
		dest $\leftarrow$ pop <i>dest_list</i>	
		if ( $\forall$ intermediate link, ( <i>dest.urg</i> > <i>link.RSV_URG</i> )	[3118]
and "grayed-out" links can be bypassed)	[3120]		
then break <sup>b</sup>			
if "grayed-out" links on path	[3130]		
then {			
Token.RI $\leftarrow$ largest available bypass ring (RI)			
if new RI changes the route at thisnode, set switch			
decrement <i>Token[dest].AVAIL_RXRS</i>			
<i>arrec</i> $\leftarrow$ ( <i>dest, Global.num_tokens</i> - 1)			
add <i>arrec</i> to <i>Node.take_away_rrrs_list</i>			
mark_path( <i>dest, dest.urg</i> )			

<sup>a</sup>Recall that node information appears on the token in the same record with its upstream link.

<sup>b</sup>The break statement is unconditional, except in RESERVATION\_SCHEME (first condition) and MESH (second condition).

FIND PATH (URGENCY. RESERVATION)

3200



Phases of receiver accounting 11



[illegible]

FIG. 33. A low-power mode, exclusive of protection hardware.

3400

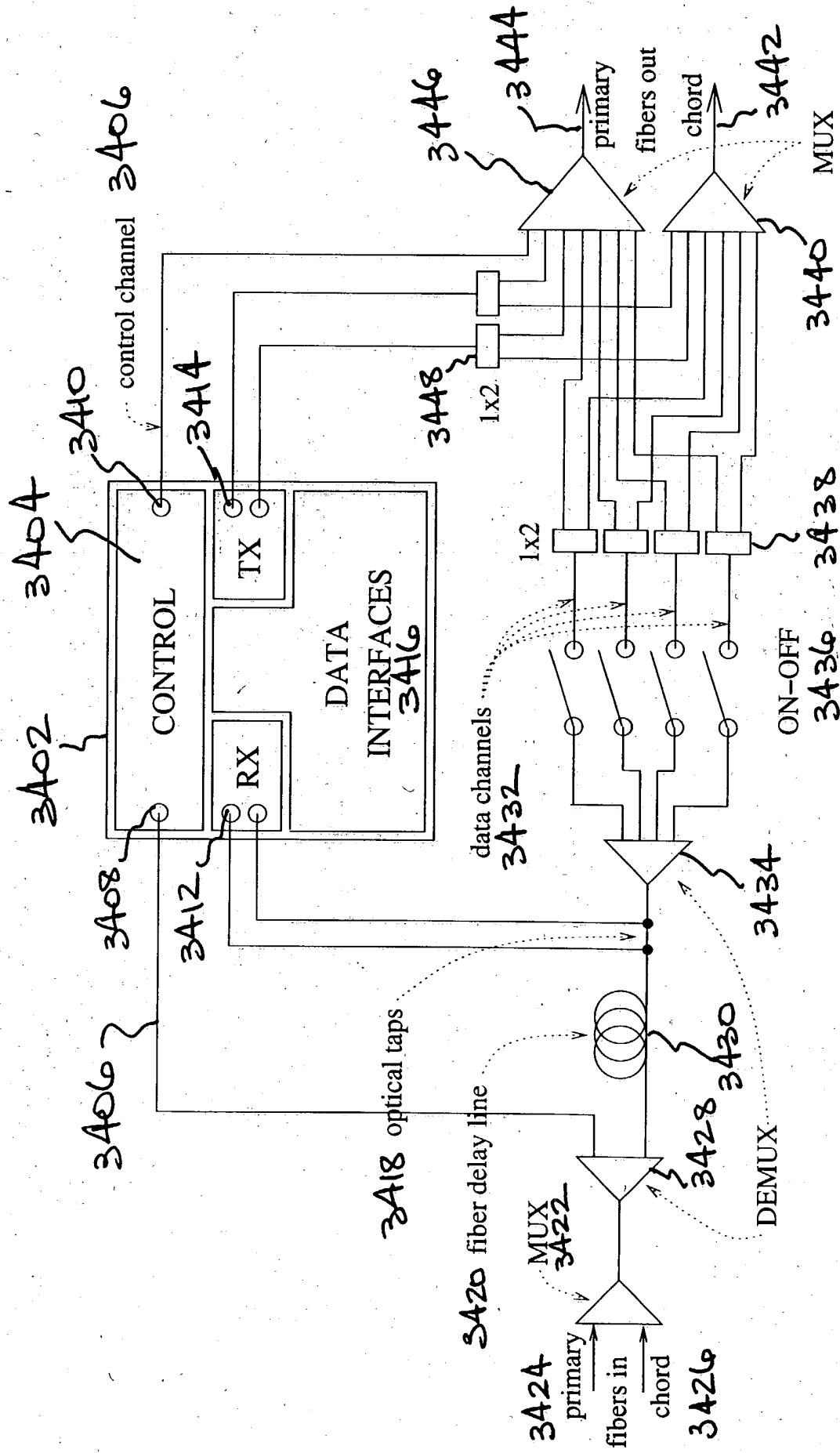


FIG. 34. A low-power node, in a MESH architecture.